```
Audio::Source
+ looping

    attenuated

+ relative
+ location
+ attributes
+ gain
+ soundPtr

    soundAttributes

# position
# direction
# velocity
# cosAngleRange
# radius
# pfRadiusRatios
# referenceFreqs
# gain
# flags
# lastKnownPlayingTime
# lastKnownPlayingTimeTime
# dirty
+ ~Source()
+ getPosition()
+ setPosition()
+ getDirection()
+ setDirection()
+ getVelocity()
+ setVelocity()
+ getAngleRange()
+ setAngleRange()
+ getCosAngleRange()
and 36 more...
# Source()
# setLastKnownPlayingTime()
# startPlayingImpl()
# stopPlayingImpl()
# isPlayingImpl()
    Audio::SimpleSource
   + ~SimpleSource()
   + SimpleSource()
   + notifySceneAttached()
   + getScene()
```

startPlayingImpl() # stopPlayingImpl() # isPlayingImpl()